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**A method of playing a game and hardware configuration th refor**

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## ABSTRACT

A method of playing a game is provided where there are a plurality of suits and where each suit has at least two different unique identifiers for each suit. The game is played in two parts by:

1. A player electing at least one identifier from a suit for a first part of the game;
2. having a game controller choosing one identifier from a suit;
3. the player winning relative to the game controller if the at least one identifier elected by that player corresponds to the identifier chosen by the game controller;
4. at the end of that first part of play playing a second part of the game by;
5. a player electing one identifier for the second part of the game;
6. having a game controller choosing an identifier from all identifiers remaining in the game after the first part has been played;
7. a player winning relative to the game controller if the identifier elected by the player for the second part of the game corresponds to the identifier chosen by the game controller for the second part of the game.

The game can be played using a computer and monitors and input means where player selection of identifiers can be input and an entry fee paid. This can be played on a traditional Gaming Machine, via an Internet connection to a designated web site or by issuing a ticket. Following game play, winners are identified and prizes paid out according to a fixed prize table, progressive jackpot or a combination of both. A pari-mutuel version of the game can also be played.

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

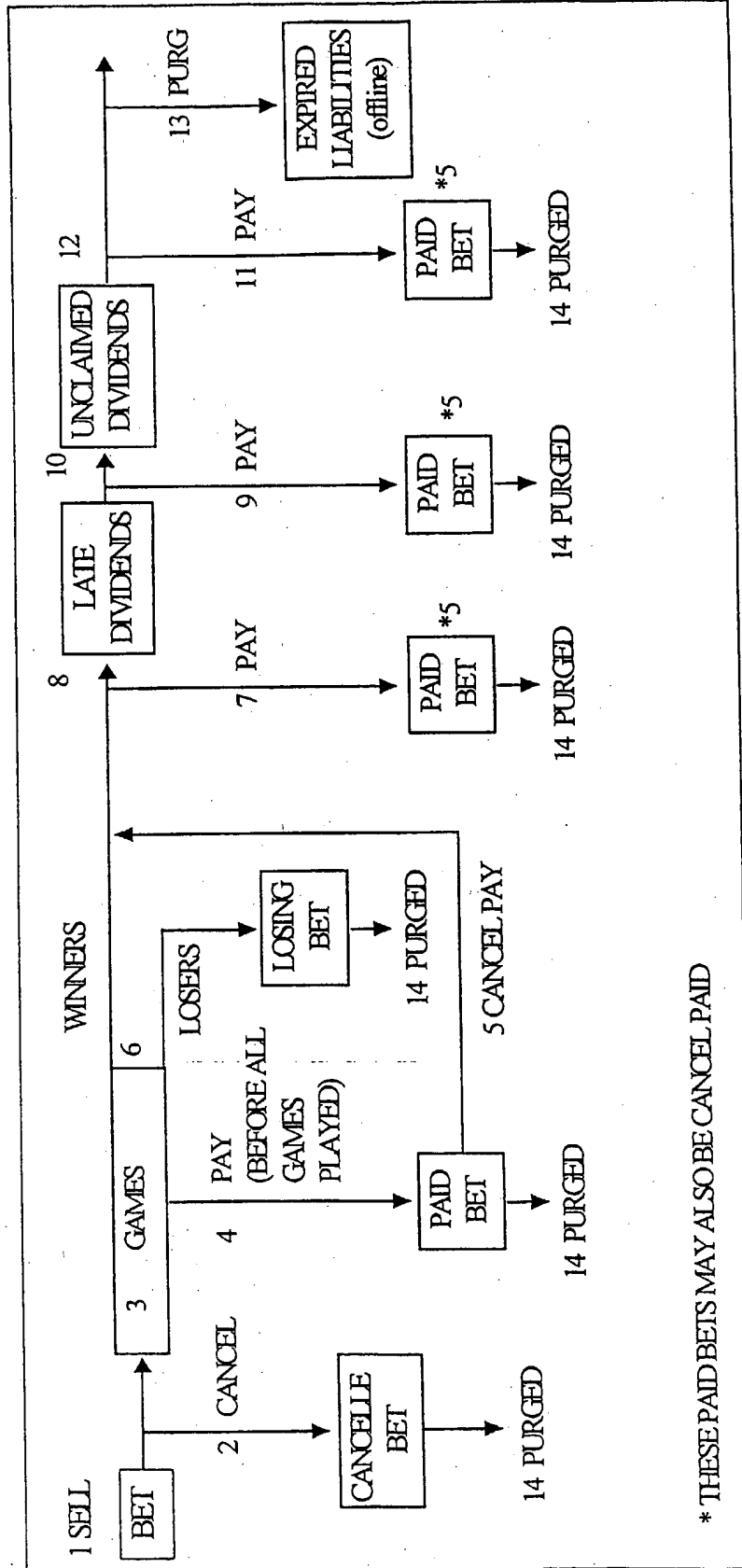
1. A method of playing a game where there are a plurality of suits, each suit having at least two different unique identifiers for each suit, the game being played in two parts by:

1. A player electing at least one identifier from a suit for a first part of the game;  
2. having a game controller choosing one identifier from a suit;  
3. the player winning relative to the game controller if the at least one identifier elected by that player corresponds to the identifier chosen by the game controller,  
4. at the end of that first part of play playing a second part of the game by;  
5. a player electing one identifier for the second part of the game;  
6. having a game controller choosing an identifier from all identifiers remaining in the game after the first part has been played;  
7. a player winning relative to the game controller if the identifier elected by the player for the second part of the game corresponds to the identifier chosen by the game controller for the second part of the game.

2. A method as claimed in claim 1 wherein said second part of the game is a jackpot game.

3. A method as claimed in claim 1 wherein a player plays by electing at least one identifier for the first part of the game and also by electing one identifier for the second part of the game, all players elected identifiers being elected prior to game play.

31590003



\* THESE PAID BETS MAY ALSO BE CANCEL PAID

FIGURE 4

AUSTRALIA  
Patents Act 1990

**COMPLETE SPECIFICATION**  
**STANDARD PATENT**

**Applicant(s):**

STRUCTURED DATA SYSTEMS PTY LTD

**Invention Title:**

A METHOD OF PLAYING A GAME AND HARDWARE CONFIGURATION THEREFOR

The following statement is a full description of this invention, including the best method of performing it known to me/us:

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A METHOD OF PLAYING A GAME AND  
HARDWARE CONFIGURATION THEREFOR

FIELD OF THE INVENTION

5

This invention relates to a method of playing a game such as a type of draw poker, and to a hardware configuration therefor.

10 DESCRIPTION OF PRIOR ART

Hitherto, there has been proposed in US patent specification No. 4,836,553 a card game based on a type of poker game. This game is known as Caribbean Stud.  
15 Recently, there have been computer controlled card games where cards are displayed on a screen. A player makes bets and the game is played showing a particular card drawn by the computer. Typically, such card games are conventional poker games.

20

It has also been proposed recently to provide large scale played games such as Keno, Tattsлото and the like. These games often involve the drawing of the winning numbers by a Master of Ceremonies and the drawing of the  
25 numbers and the display of the numbers are usually provided on a mass entertainment medium such as television. The monies generated from game plays of the above type can be controlled by governments and the governments can secure a proportion of the winnings for public purposes such as  
30 funding of hospitals and other projects.

OBJECT AND STATEMENT OF THE INVENTION

35 Accordingly, in order to provide alternatives, and the generation of further funds there is a need for another game.

Therefore, according to a first broad aspect of the present invention there may be provided a method of playing a game where there are a plurality of suits, each suit having at least two different unique identifiers for each suit, the game being played in two parts by:

1. A player electing at least one identifier from a suit for a first part of the game;
2. having a game controller choosing one identifier from a suit;
3. the player winning relative to the game controller if the at least one identifier elected by that player corresponds to the identifier chosen by the game controller,
4. at the end of that first part of play playing a second part of the game by;
5. a player electing one identifier for the second part of the game;
6. having a game controller choosing an identifier from all identifiers remaining in the game after the first part has been played;
7. a player winning relative to the game controller if the identifier elected by the player for the second part of the game corresponds to the identifier chosen by the game controller for the second part of the game.

The second part of the game can be likened to a jackpot game.

Preferably a player plays by electing at least one identifier for the first part of the game and also by electing one identifier for the second part of the game, all players elected identifiers being elected prior to game play. Alternatively, a player may play by electing at least one identifier for the first part of the game, or by electing an identifier for the second part of the game.

This provides the option to play both first and second parts of the game, or only the first part of the game or only the second part of the game.

5 Preferably all the identifiers in each suit are grouped separately from the identifiers in the other suits and the game controller chooses an identifier from all suits during the first part of the game.

10 Preferably a prize is awarded for winning relative to the game controller in the first part of the game.

15 Preferably the prize is calculated against bets for money made by the player, and the number of correspondences to the identifiers chosen by the game controller. In one example fixed odds can be used.

20 Preferably the suits are based on a pack of a standard 52 card, game of cards.

25 Preferably the game controller has the option prior to placing bets by players to play with all the identifiers possible in each suit or only some of the identifiers in each suit.

30 Preferably each player elects an identifier from each suit for the first part of the game.

35 Preferably each player also elects an identifier for the second part of the game.

40 Preferably a prize is awarded for winning relative to the game controller in the second part of the game.

45 Preferably a number of identical games are played, and a progressive jackpot prize is provided based



on all th games played if th player correctly elects all identifiers for the first part of th game and correctly elects an identifier for the second part of the game.

5            Preferably, the progressive jackpot prize is calculated from all the loosing players bets from all those number of games where no jackpot has been won. As each game is played, the jackpot bets made on each game are added to the previous jackpot amount from the second part  
10 of the game thereby creating a "progressive jackpot" amount. In the event a player wins all or part of a progressive jackpot, the amount won can be deducted from the jackpot amount and the subsequent jackpot bets are added thereto.

15            Preferably a plurality of different game types are played, and the progressive jackpot is for players of all game types.

20            Preferably the player makes a monetary bet with a cashier when electing at least one identifier, and is provided with a game play receipt means identifying the game and the identifier(s) elected.

25            Preferably the receipt means is in the form of a ticket.

30            Preferably the ticket also identifies the monetary bet made by the player.

35            Preferably, a player obtains a ticket by marking a mark sense card and supplies that card to the cashier. Desirably the card is read by a mark sensing card reader device.

            Preferably the ticket is issued by a tick t selling terminal.

Preferably at the end of game play, winnings are paid out by the player presenting the ticket to a pay-out cashier.

5

Preferably the ticket is coded with information relating to the game to be played so that on completion of play, the code can be read and the winnings paid-out.

10 Preferably the coding is machine readable coding and a machine reader is used to read the code and a pay-out made from that reading by a pay-out terminal.

15 Preferably a Master of Ceremonies is used during game play to announce the identifier(s) chosen by the game controller to build excitement to game play.

Preferably each identifier(s) chosen by the game controller is displayed on a game monitor screen.

20 Preferably the game is played on a traditional Gaming Machine as a new game type. This would include playing both the first and second parts of the game on the one screen or playing the first part only and then playing the second part as the prize for winning the first part.

25

Preferably the game is played as an Internet game that is offered as a new game type by connecting to an Internet Casino or similar Internet Web site.

30 Preferably game play is software controlled in a computer device to which a game monitor screen is connected, and said game controller is functionally controlled by the software.

35 Preferably game play is animated on the screen from a graphics display engine forming part of the computer device.

Preferably the cashier is a software operated cashier.

5 Preferably player bets are placed through a bet input device connected to said computer.

In another example said bet input device is a player touch bet input device.

10

Preferably said bet input device is a keypad device.

15 Preferably said key pad device is a touch screen provided with a screen display for depicting bet options.

According to a further aspect of the present invention there is provided a computer controlled hardware interconnected configuration for playing the above game, said configuration having:

1. a computer device loaded with game software,
2. an input means through which a player can elect an identifier,
- 25 3. a monitor screen on which identifier(s) chosen by the game controller can be displayed.

Preferably said configuration also includes a ticket issuing means for issuing said game play ticket with information concerning the identifier(s) elected.

Preferably said configuration includes a machine reading means for reading the information on said ticket following game play to identify a winning players ticket.

35

Preferably said configuration includes a pay-out terminal for paying out winnings read by said machine

reading means.

BRIEF DESCRIPTION OF THE DRAWINGS

5           In order that the invention can be more clearly  
ascertained, examples of preferred embodiments will now be  
described with reference to the accompanying drawings  
wherein:

10           Figure 1 is a block circuit schematic diagram of  
a simple configuration in one example of a preferred  
embodiment;

15           Figure 2 is a block schematic diagram depicting  
an arrangement at a cashier terminal in another example;

20           Figure 3 is a block circuit diagram depicting a  
number of game playing locations interconnected with a  
master computer device in another example;

25           Figure 4 is a functional flow diagram showing  
stages of game play and betting in an example;

30           Figure 5 is a representation of a ticket issued  
prior to game play in an example;

35           Figure 6 is a block circuit schematic diagram  
representing a configuration where a plurality of different  
game types are played in the configuration in another  
example and;

            Figure 7 shows a mark sense card which can be  
used by a player to indicate bet(s) in a further example.

            Referring firstly to Figure 1 it can be seen that  
the game in this example is implemented in a configuration  
which includes a computer device. The game could be played

manually by dealing cards from appropriate suits and th se  
and other alternatives ar not to b xcluded from the  
broad inventive concept. The rules of the game will be  
described in due course. In other examples the game may be  
5 played on a machine like a gaming machine or it may be  
played on the Internet.

Figure 1 clearly shows that there is provided a  
computer device 1 which is interconnected with cashiers 3.  
10 The cashiers 3 are shown as a plurality with any desired  
number being possible. It is even possible to have a  
single cashier without falling outside the scope of the  
invention. The cashier 3 represents an input/output  
facility for game play where a player can participate in  
15 the game such as by placing a bet and wherein a pay-out can  
be made following game play as a prize for winning. The  
cashiers 3 provide data to the computer device 1 concerning  
the bets made. The computer device 1 is, in turn,  
connected with a graphics engine 5 which is used for  
20 displaying on one or more monitor screens 7, particular  
graphics relating to the game play. A suitable software  
programme is provided within the computer device 1 to  
control game play and process cashier information. The  
graphic engine 5 is used to generate the particular image  
25 viewed on the monitor screen 7 in response to signals  
generated from the computer device 1. Thus, after players  
make bets, the computer device 1 signals the graphic engine  
5 to commence a display on the monitor screen 7 relating to  
game play. All players then view the monitor screens to  
30 watch game play. If the players believe they have won at  
game play they can return to the cashiers 3 to obtain  
verification and collect a pay-out in that event.

The game is in two parts and is played preferably  
35 based on a pack of a standard 52-card, game of cards and in  
this example 28 cards are preferably used. It is possibl  
to use all 52 cards or only some at the discretion of the

game controller. The cards are arranged in suits, and the game is based on the player electing a card from one or more suits prior to game play. The computer controls game play so that when a single card is drawn from any or each suit, it is displayed on the monitor screen 7. A player is considered to obtain a win relative to the computer device 1 - a game controller - if the player has elected a correct card from a particular suit. At the end of the first part of the game play a second part of the game is played where a further card is drawn from the remaining cards, such as after a shuffle of those remaining cards, and a prize is then awarded for a correct card being elected by the player corresponding to the card drawn and displayed on the monitor screen 7. In this game, a player may win by electing one or more correct cards from one or more respective suits for the first part of the game, and a different and further prize may be won independent of the initial win as a result of the draw in the second part of the game. If a player wins both at the first part of game play where the player elects all of the correct cards from all suits, and also wins at the second part of the game, then the total winnings can be the subject of a dividend win.

Accordingly it can be seen that a game is played using a plurality of suits. Each suit has at least two different unique identifiers (a separate card) in each suit. The game can be played by at least one player. The player plays by electing at least one identifier from one or more suits. The computer device 1 is in effect a game controller and game play is controlled via software within the computer device 1 so that the game controller chooses one identifier from a suit. Preferably the game controller chooses one identifier from each suit. The player then wins relative to the game controller in the first part of game play if the player's at least one identifier chosen corresponds to the identifier chosen by the game

controller. Thus, players can bet on any one identifier being drawn, two cards (identifiers) being drawn, three cards (identifiers) being drawn, or all four cards (identifiers) been drawn. In the case where a 28 card pack is used the probability of a player correctly electing all four cards (identifiers) is 1 to 2,401. Similarly, the probability of electing three identifiers correctly is 1 in 343, two identifiers being elected correctly is 1 in 49, and one being elected correctly is 1 in 7. Commensurate pay-outs can be given.

A progressive jackpot prize can be drawn, as an accumulation jackpot after the playing of many games.

Typically the player pays money on placing of a bet and therefore the prize is calculated against bets for money made by all players and the number of correspondences to the identifiers chosen by the game controller for the plurality of suits. The prize is preferably based on fixed odds but in another example it may be calculated based on the total number of players and the bets made by all players for a particular game. Software can be implemented to ensure there is always a return to the game controller or the house.

The second part of the game is played by the player paying money on placing of a bet and the prize for the second part of the game is similarly calculated from fixed odds.

The following charts show betting statistics for a 52 card, card gam using different numbers of identifiers:

5 1. CARD GAME

4 SUITS

7 IDENTIFIERS PER SUIT

24 IDENTIFIERS FOR SECOND PART OF GAME

10

MARK N-SUITS	MATCH	ODDS	POSSIBLE PAY TABLE	HOUSE YIELD
1	0	0.857142857143	\$0.00	28.57%
1	1	0.142857142857	\$5.00	
2	0	0.734693877551	\$0.00	24.49%
2	1	0.244897959184	\$1.00	
2	2	0.020408163265	\$25.00	
3	0	0.629737609329	\$0.00	25.95%
3	1	0.314868804665	\$0.00	
3	2	0.052478134111	\$3.00	
3	3	0.002915451895	\$200.00	
4	0	0.539775093711	\$0.00	24.36%
4	1	0.359850062474	\$0.00	
4	2	0.089962515618	\$1.00	
4	3	0.009995835069	\$25.00	
4	4	0.000416493128	\$1000.00	
Probability of choosing 4 identifiers correctly in first part of game and 1 identifier correct in second part of game		0.000017353880	\$57,624.00	=Average Value



## 2. CARD GAME

4 SUITS

8 IDENTIFIERS PER SUIT

28 IDENTIFIERS FOR SECOND PART OF GAME

5

MARK N-SUITS	MATCH-	ODDS	POSSIBLE PAY TABLE	HOUSE YIELD
1	0	0.875000000000	\$0.00	25.00%
1	1	0.125000000000	\$6.00	
2	0	0.765625000000	\$0.00	23.44%
2	1	0.218750000000	\$1.00	
2	2	0.015625000000	\$35.00	
3	0	0.669921875000	\$0.00	24.80%
3	1	0.287109375000	\$0.00	
3	2	0.041015625000	\$5.00	
3	3	0.001953125000	\$280.00	
4	0	0.586181640625	\$0.00	23.97%
4	1	0.334960937500	\$0.00	
4	2	0.071777343750	\$1.00	
4	3	0.006835937500	\$15.00	
4	4	0.000244140625	\$2400.00	
Probability of choosing 4 identifiers correctly in first part of game and 1 identifier correct in second part of game		0.000008719308	\$114,688.00 =Average Value	

3 CARD GAME

4 SUITS

9 IDENTIFIERS PER SUIT

32 IDENTIFIERS FOR SECOND PART OF GAME

5

MARK N-SUITS	MATCH-	ODDS	POSSIBLE PAY TABLE	HOUSE YIELD
1	0	0.8888888888889	\$0.00	22.22%
1	1	0.1111111111111	\$7.00	
2	0	0.790123456790	\$0.00	24.69%
2	1	0.197530864198	\$1.00	
2	2	0.012345679012	\$45.00	
3	0	0.702331961591	\$0.00	25.38%
3	1	0.263374485597	\$0.00	
3	2	0.032921810700	\$6.00	
3	3	0.001371742112	\$400.00	
4	0	0.624295076970	\$0.00	24.04%
4	1	0.312147538485	\$0.00	
4	2	0.058527663466	\$1.00	
4	3	0.004877305289	\$50.00	
4	4	0.000152415790	\$3000.00	
Probability of choosing 4 identifiers correctly in first part of game and 1 identifier correct in second part of game		0.000004762993	\$209,952.00 =Average Value	

4 CARD GAME

4 SUITS

13 IDENTIFIERS PER SUIT

48 IDENTIFIERS FOR SECOND PART OF GAME

5

MARK N-SUITS	MATCH-	ODDS	POSSIBLE PAY TABLE	HOUSE YIELD
1	0	0.923076923077	\$0.00	23.08%
1	1	0.076923076923	\$10.00	
2	0	0.852071005917	\$0.00	26.63%
2	1	0.142011834320	\$1.00	
2	2	0.005917159763	\$100.00	
3	0	0.786527082385	\$0.00	21.71%
3	1	0.196631770596	\$0.00	
3	2	0.016385980883	\$20.00	
3	3	0.000455166136	\$1000.00	
4	0	0.726024999125	\$0.00	24.99%
4	1	0.242008333042	\$0.00	
4	2	0.030251041630	\$1.00	
4	3	0.001680613424	\$220.00	
4	4	0.000035012780	\$10000.00	
Probability of choosing 4 identifiers correctly in first part of game and 1 identifier correct in second part of game		0.000000729433	\$1370928.00 =Average Value	

As stated previously the game need not be played with a pack of cards or simulated cards. The game may be played with any identifiers provided they are in suits.

10

Referring now to Figure 2 it can be seen that the cashiers 3 operate at a cashier station 11 which includes a selling terminal 13 and a pay-out terminal 15. The actual selling terminal 13 and pay-out terminal 15 may be the same terminal. It may also be merely a person at a cashier station 11. The selling terminal 13 can however, be a separate terminal to the pay-out terminal 15. The cashier station 11 can additionally provide some miscellaneous customer functions such as operator sign-on, operator sign-off, terminal balances and the like. The cashier station 11 may b a manned betting terminal, a self-service betting

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terminal, or a mobile terminal or the like. The basic operation of each terminal 11 is independent of the terminal type. The terminal 11 is a programmed device that communicates with the computer device 1 via a communication line 17 or by a bus connection in a gaming machine or via the Internet in an Internet implementation. The actual programme for the terminal 11 is permanently stored in ROM at the terminal but in a gaming machine or in an Internet implementation the program can be appropriately provided. However, it could be down-line loaded to terminal memory from the computer device 1. Variable data such as currency symbols, and unit cost for playing may be down-loaded into the terminal 11 from the computer device 1 each time the terminal 11 starts up.

The terminal 11 software drives the operator interfaces, gathers operator inputs, sends data representative thereof to the computer device 1 for validation and processing. It also permits receiving the computer device 1 reply and displays the result, and permits a receipt means to be provided. In one preferred example this receipt means can be a ticket which is automatically printed, or it can be a ticket which is manually prepared. In another example the receipt means may be displayed on a screen if the game is played on a gaming machine or on the Internet. In another possibility it may be stored on some convenient medium such as a memory means and could include a smartcard. The receipt means is the player's receipt for game play. While the terminal 11 carries out some validation of inputs, all transactions which update the system are sent to the computer device 1 where they are fully validated independent of any terminal validation, and processed and recorded before a terminal reply is generated from the computer device 1. Terminal 11 reacts to the computer device 1 reply and displays an error if the transaction is in error, or displays the bet and prints the ticket if the transaction is valid. The

terminal is therefor preferably totally subservient to the computer device 1 and can only generate output based on information received from the computer device 1.

Desirability emphasis is placed on accountability and every transaction needs to be received and recorded in the computer device 1 before a validation reply is sent back to the terminal 11 before it is seen either by an operator of the terminal or the game player.

10           The monitor screen 7 display an animation of the draw or selection of the identifiers - cards - and the monitor screen 7 permits this display to be viewed by the player(s) and also permits audible sounds to be presented, as generated from the graphics engine 5.

15           The graphics engine 5 generates the graphic displays and sounds for the game including the draw animation as well as a subsequent display of the result, all in response to instructions received from the computer device 1. The graphics engine 5 is programmed to receive signals from a communications line 19 connected with the computer device 1. The graphics engine 5 also includes a storage medium which contains the necessary programmes and databases needed to generate full multi-media animation and other graphics displays. This can include a number of different scenarios that make the draw sequence different.

Each complete game sequence consists of a number of stages to sustain player interest and desirably includes results analysis of previous games played, most common and least common identifiers chosen, and jackpot information. It may also include various forms of promotions and advertising. The order of these stages is typically fixed and the duration of each stage is set by instruction from the computer device 1. Some stages may cycle automatically without any input from the computer device 1 while other stages are implemented in response to game play instruction

from the computer device 1.

5 In an Internet implementation the screen is part  
of a PC configuration and the graphics engine programme  
resides in the PC.

10 At the beginning of each new game, information  
pertaining to the next game is sent to the graphics engine  
5 from the computer device 1 and superimposed on the  
graphics held by the graphics engine 5. When the computer  
device 1 is ready to commence draw for game play, it sends  
the graphic engine 5 a message which contains the scenario  
to be used and the winning identifiers-cards (as determined  
by a random number generator within the computer device 1  
15 or alternatively by a manual draw). The graphics engine 5  
then animates the draw using full multi-media  
representation to produce winning identifiers-cards-with  
the requested scenario determined from the computer device  
1. Once the draw has been fully animated, and results  
20 displayed, the graphic engine 5 informs the computer device  
1 so that pay-out can then commence.

25 In this case, the graphics engine 5 is  
subservient to the computer device 1 and carries out  
displays and draw animations according to instructions from  
the computer device 1.

30 The computer device 1 is under control of a  
suitable software programme and holds the system  
parameters, system databases, and other system details and  
controls necessary for operation of the total system. All  
of the components in the system are subservient to the  
computer device 1.

35 The computer device 1 contains the necessary  
programmes to run the system and the control files needed  
to control the system and the databases that hold the

system data. As stated above, the results of game play for the draws can be generated by a random number generator or manually by a human operator. In the case of draw by a human operator input can be provided to the computer device 1 to signal the particular identifiers drawn. In this way, the information can then be displayed on the monitor screen 7. Typically if a manual draw is implemented then information concerning each drawn identifier can be manually input to the computer device 1.

In the case where a random number generator is utilised then this will be a separate procedure operating within the computer device 1 so that the random numbers generated are based on an algorithm recommended by gaming consultants. The winning identifiers-cards- are then generated from the random numbers selected. Alternatively a separate random number generator can be provided which inputs into the computer device 1.

In a variation of the above system, and assuming that the game is played in a regional location such as a large city, a Master of Ceremonies may announce the game on local television or radio. The actual draw may be televised so that players can individually see the identifiers drawn. The draw may be manual or may be under control of the computer device 1 and the graphics engine 5 or by some other means. The Master of Ceremonies can be used in a manner similar to Keno and Tattsлото-type television games, and provide enhanced excitement to players. Identifiers manually drawn can be suitably inputted to cashiers for pay-outs to winning players.

Figure 3 shows an environment where there are a number of discrete locations 1 - N of cashiers, graphics engines, and monitor screens. In this configuration all locations are controlled from a master computer device 23. Each of the locations are connected via communication lines 25. Controlling software can be used to control game play

concurr ntly at all locations.

Figure 4 is a diagram which shows the stages a bet which a game play can go through and are self-explanatory. It has the following steps:-

1. The bet details are validated, and if valid, the bet value and a unique serial number are sent back to the terminal for printing of a ticket. The bet is then considered to be sold.
2. It may be cancelled before it can play any games.
3. Otherwise it starts to play its games.
4. A multi-game ticket may be paid before all its games are played.
5. A paid ticket may be 'cancel paid'. It DOES NOT PLAY ANY MORE GAMES and is treated like an unpaid winner. (It may be paid later).
6. Otherwise bets play all the games for which they were bought. Bets receiving dividends are winners; the remaining bets are losers.
7. Winning bets may be paid.
8. Winning bets that remain unpaid after the period of the last game are called late dividends. Late dividends can be paid.
9. After a period of time (set by parameters maintenance), unpaid late dividends become unclaimed dividends and the money resumed by the Government or Game Operator (depending on legislation in the jurisdiction).
10. Unclaimed dividends may be paid (and it is



possibl for this paid winning bet to be 'cancel paid' and paid again later). If an unclaimed winner is paid, the value is netted from that period's unclaimed dividend value.

5

11. Depending on the parameters that have been selected for the system, the unclaimed winner may continue in the system 'forever' (or until paid).

10 12. Else the unclaimed dividend will be purged (and reported) after the end of the period requested.

13. Cancelled bets, losing bets, paid bets are all purged from the system at the intervals that have been specified.

15

For completeness, cancel pays (STEP 5) have been shown but cancel pays should be extremely rare, probably only occurring when a terminal operator has insufficient funds to pay a large winning bet.

20

Figure 5 shows a typical receipt means in the form of a ticket which is issued to a person playing a game following the placing of a bet. It can be seen that it includes the date at the top region 31, the first game to be played at region 33, the last game to be played at region 34, the number and location of the terminal for issue of a ticket at 35, and the particular identifier(s) selected for each suit at region 37. It is to be noted that in the particular ticket shown, the player has selected two identifiers from two suits and single identifiers from two other suits. Thus, a player can elect to choose one or more identifiers in each suit for the first part of the game and one or more identifiers for the second part of the game. The monetary value paid for the ticket is shown in area 39. Area 41 shows the serial number of the ticket. Area 43 shows markings

25

30

35

representativ of th serial number of the ticket which can  
be read from the ticket by a machine read r device to  
facilitate processing of pay-outs. This provides a pointer  
that allows the software to locate the bet in memory of the  
5 computer. The exact arrangement of the code shown is  
immaterial and is merely representative of a typical  
arrangement. If multiple games are played this is  
represented by the first game number and the last game  
number in areas 33 and 34.

10 In the ticket shown in Figure 5 there are four  
separate bets to cover all four suits in the first part of  
the game, and the second part of the game. These are as  
follows:

15 Bet 1 for first part of game  
6 of Spades  
King of Hearts  
Jack of Diamonds  
20 2 of Clubs  
for second part of game  
Ace of Hearts.

25 Bet 2 for first part of game  
10 of Spades  
King of Hearts  
Jack of Diamonds  
2 of Clubs  
for second part of game  
30 Ace of Hearts.

35 Bet 3 for first part of game  
6 of Spades  
Queen of Hearts  
Jack of Diamonds  
2 of Clubs  
for second part of game

Ace of Hearts.

Bet 4 for first part of game

10 of Spades

5 Queen of Hearts

Jack of Diamonds

2 of Clubs

for second part of game

Ace of Hearts.

10

The tickets show ten games by the fact the first game is shown as 143 and the last game is shown as 152. For a \$1.00 per unit bet the ticket shows for the four bets, for ten games a total ticket bet of \$40.00.

15

Referring now to Figure 6 it can be seen that there is an arrangement whereby a plurality of different types of games can be played through the configuration shown in Figures 1 and 2. In this case there may be 20 different monitor screens 7 for each game or alternatively all games may be played on a single monitor screen 7. Software will prevent different game types clashing during play of another game type. In this scenario, the graphics engine 5 will contain all the necessary software for each 25 of the respective game types.

The monitor screens 7 and associated audio speakers or a Master of Ceremonies providing draw results through a television station or radio station or the like 30 can announce a pre-draw game build-up. In this case the Master of Ceremonies may announce as follows :

"Ladies and Gentlemen, this is your last chance to win "x" dollars on the next game which will be drawn in 35 20 seconds' time."

There can be music and fanfare and other displays

to build player excitement. The Master of Ceremonies will then conduct the game play. This may involve separating the number of cards to be played from a pack of cards into each of its suits on the television screen or radio. Each  
5 suit may be shuffled.

During game play a card is then drawn from each suit with a voice-over announcing the card drawn. After all the identifiers-cards- are drawn from the respective  
10 suits, the remaining cards can be joined together and shuffled for the second part of the game. Similar fanfare and announcements can be made to attract players to the draw. A voice-over announcing the identifier-card drawn can then be made.

15 The results of all 5 identifiers-cards- can then be displayed. The monitor screens 7 can then, if desired, slowly display back over the last games, such as the last 16 through 20 game plays and show the most popular and  
20 least popular identifiers drawn.

In a variation, a progressive jackpot prize can be drawn as an accumulation jackpot after the playing of many games, as discussed previously. This could be based  
25 on all of the identifiers played in the games or only those remaining and not drawn from the drawing of the identifiers from the suits during the first part of game play prior to the second part of play. Alternatively, it could be based on only those identifiers drawn from the second part of  
30 play during each game.

In a further variation a plurality of different game types can be played wherein the game suits and identifiers are played, and wherein the progressive jackpot  
35 is for players of all game types and where a bet by a player triggers a progressive jackpot value from all bets made by all players for all games. The value of the

progressive jackpot can be set in any convenient way such as manually or electronically and can therefor be a mystery progressive jackpot, particularly if it is randomly chosen.

5

In a further variation a mark sense card 57 can be used. Such a card is exemplified in Figure 7 and has unique areas provided to cater for:

10

- (a) Number of games to be played
- (b) Units to be bet
- (c) Spades
- (d) Hearts
- (e) Diamonds
- (f) Clubs

15

- (g) Card for second part of game and suit.

20

These areas are respectively shown as areas 59, 61, 63, 65, 67, 69, 71 and 72. The card can be marked by a player prior to game play by scoring a line or other marking through the appropriate area(s). The marked card 57 can then be presented to a cashier and the bet made.

25

The cashier may manually check the markings or may input the card 57 to a mark sense card reader where the chosen identifiers, games to be played, and units bet can be read and an appropriate ticket issued. If desired, the player could input the marked card 57 directly into a mark sensor reader at the cashier.

30

Modifications may be made to the invention as would be apparent to a person skilled in the gaming and entertainment arts. These and other modifications may be made without departing from the ambit of the invention the nature of which is to be determined from the foregoing description.

35

THE CLAIMS DEFINING THE INVENTION ARE AS FOLLOWS:

1. A method of playing a game where there are a plurality of suits, each suit having at least two different unique identifiers for each suit, the game being played in two parts by:
  1. A player electing at least one identifier from a suit for a first part of the game;
  2. having a game controller choosing one identifier from a suit;
  3. the player winning relative to the game controller if the at least one identifier elected by that player corresponds to the identifier chosen by the game controller,
  4. at the end of that first part of play playing a second part of the game by;
  5. a player electing one identifier for the second part of the game;
  6. having a game controller choosing an identifier from all identifiers remaining in the game after the first part has been played;
  7. a player winning relative to the game controller if the identifier elected by the player for the second part of the game corresponds to the identifier chosen by the game controller for the second part of the game.
2. A method as claimed in claim 1 wherein said second part of the game is a jackpot game.
3. A method as claimed in claim 1 wherein a player plays by electing at least one identifier for the first part of the game and also by electing one identifier for the second part of the game, all players elected identifiers being lected prior to game play.

4. A method as claimed in claim 1 wherein a player plays by electing either at least one identifier for the first part of the game only, or by electing an identifier for the second part of the game only.

5

5. A method as claimed in claim 1 wherein all the identifiers in each suit are grouped separately from the identifiers in the other suits and the game controller chooses an identifier from all suits during the first part of the game.

10

6. A method as claimed in claim 1 wherein a prize is awarded for winning relative to the game controller in the first part of the game.

15

7. A method as claimed in claim 6 wherein the prize is calculated against bets for money made by the player, and the number of correspondences to the identifiers chosen by the game controller.

20

8. A method as claimed in claim 7 wherein fixed odds are used.

9. A method as claimed in claim 1 wherein the suits are based on a pack of a standard 52 card, game of cards.

25

10. A method as claimed in claim 7 wherein the game is set prior to placing bets by players to play with all the identifiers possible in each suit or only some of the identifiers in each suit.

30

11. A method as claimed in claim 1 wherein each player elects an identifier from each suit for the first part of the game.

35

12. A method as claimed in claim 11 wherein each player also elects an identifier for the second part of the

game.

13. A method as claimed in claim 1 wherein a prize is  
awarded for winning relative to the game controller in the  
5 second part of the game.

14. A method as claimed in claim 7 wherein a number  
of identical games are played, and a progressive jackpot  
prize is provided based on all the games played if the  
10 player correctly elects all identifiers for the first part  
of the game and correctly elects an identifier for the  
second part of the game.

15. A method as claimed in claim 14 wherein the  
15 progressive jackpot prize is calculated from all the  
loosing players bets from all those number of games where  
no jackpot has been won.

16. A method as claimed in claim 15 wherein each game  
20 is played, the jackpot bets made on each game are added to  
the previous jackpot amount from the second part of the  
game thereby creating a "progressive jackpot" amount.

17. A method as claimed in claim 15 wherein a player  
25 wins all or part of a progressive jackpot, the amount won  
is deducted from the jackpot amount and the subsequent  
jackpot bets are added thereto.

18. A method as claimed in claim 15 wherein a  
30 plurality of different game types are played, and the  
progressive jackpot is for players of all game types.

19. A method as claimed in claim 1 wherein the player  
makes a monetary bet with a cashier when electing at least  
35 one identifier, and is provided with a game play receipt  
means identifying the game and the identifier(s) elected.



20. A method as claimed in claim 19 wher in the receipt means is a ticket.

21. A method as claimed in claim 20 wherein the  
5 ticket also identifies the monetary bet made by the player.

22. A method as claimed in claim 1 wherein a player obtains a game play ticket by marking a mark sense card and supplies that card to a cashier in order to be able to take  
10 part in the game.

23. A method as claimed in claim 22 wherein the card is read by a mark sensing card reader device so details are captured for electronic processing.  
15

24. A method as claimed in claim 22 wherein the ticket is issued by a ticket selling terminal.

25. A method as claimed in claim 19 preferably at the  
20 end of game play, winnings are paid out by the player presenting the game play receipt means to a pay-out cashier.

26. A method as claimed in claim 25 wherein the game  
25 play receipt means is coded with information relating to the game to be played so that on completion of play, the code can be read and the winnings paid-out.

27. A method as claimed in claim 26 wherein the  
30 coding is machine readable coding and a machine reader is used to read the code and a pay-out made from that reading by a pay-out terminal.

28. A method as claimed in claim 1 wherein the  
35 identifier(s) chosen by the game controller are announced to build excitement to game play.

29. A method as claimed in claim 28 wherein a master of ceremonies is used to mak the announcement.

5 30. A method as claimed in claim 1 wherein each identifier(s) chosen by the game controller is displayed on a game monitor screen.

10 31. A method as claimed in claim 30 wherein the first part and the second part are played on the one screen.

12 32. A method as claimed in claim 1 wherein a player plays the first part, and as a prize for winning at the first part is then permitted to play the second part.

15 33. A method as claimed in claim 1 wherein the game is Internet accessible, and a player plays the game by connecting with an Internet web site via a terminal means which permits Internet use.

20 34. A method as claimed in claim 1 wherein game play is software controlled in a computer device to which a game monitor screen is connected, and said game controller is functionally controlled by the software in a computer.

25 35. A method as claimed in claim 31 wherein game play is animated on the screen from a graphics display engine forming part of the computer device.

30 36. A method as claimed in claim 22 wherein the cashier is a software operated cashier.

37. A method as claimed in claim 19 wherein player bets are placed through a bet input device connected to a computer controlling game play.

35 38. A method as claimed in claim 34 wherein said bet input device is a player touch bet input device.

39. A method as claimed in claim 37 wherein said bet input device is a keypad device.

5 40. A method as claimed in claim 39 wherein said key pad device is a touch screen provided with a screen display for depicting bet options.

10 41. A computer controlled hardware interconnected configuration for playing the game of claim 1, said configuration having:

1. a computer device loaded with game software,
2. an input means through which a player can elect an identifier,
- 15 3. a monitor screen on which identifier(s) chosen by the game controller can be displayed.

20 42. A configuration as claimed in claim 41 including a ticket issuing means for issuing said game play ticket with information concerning the identifier(s) elected.

25 43. A configuration as claimed in claim 42 including a machine reading means for reading the information on said ticket following game play to identify a winning players ticket.

44. A configuration as claimed in claim 42 including a pay-out terminal for paying out winnings read by said machine reading means.

30 45. A configuration as claimed in claim 41 loaded at an Internet web site and wherein the web site is accessible by a player through a player operable terminal means.

35 Dated this 21 day of May 1999  
STRUCTURED DATA SYSTEMS PTY LTD  
By their Patent Attorneys GRIFFITH HACK  
Fellows Institute of Patent and Trade Mark Attorneys of  
Australia

01 5 99 30103

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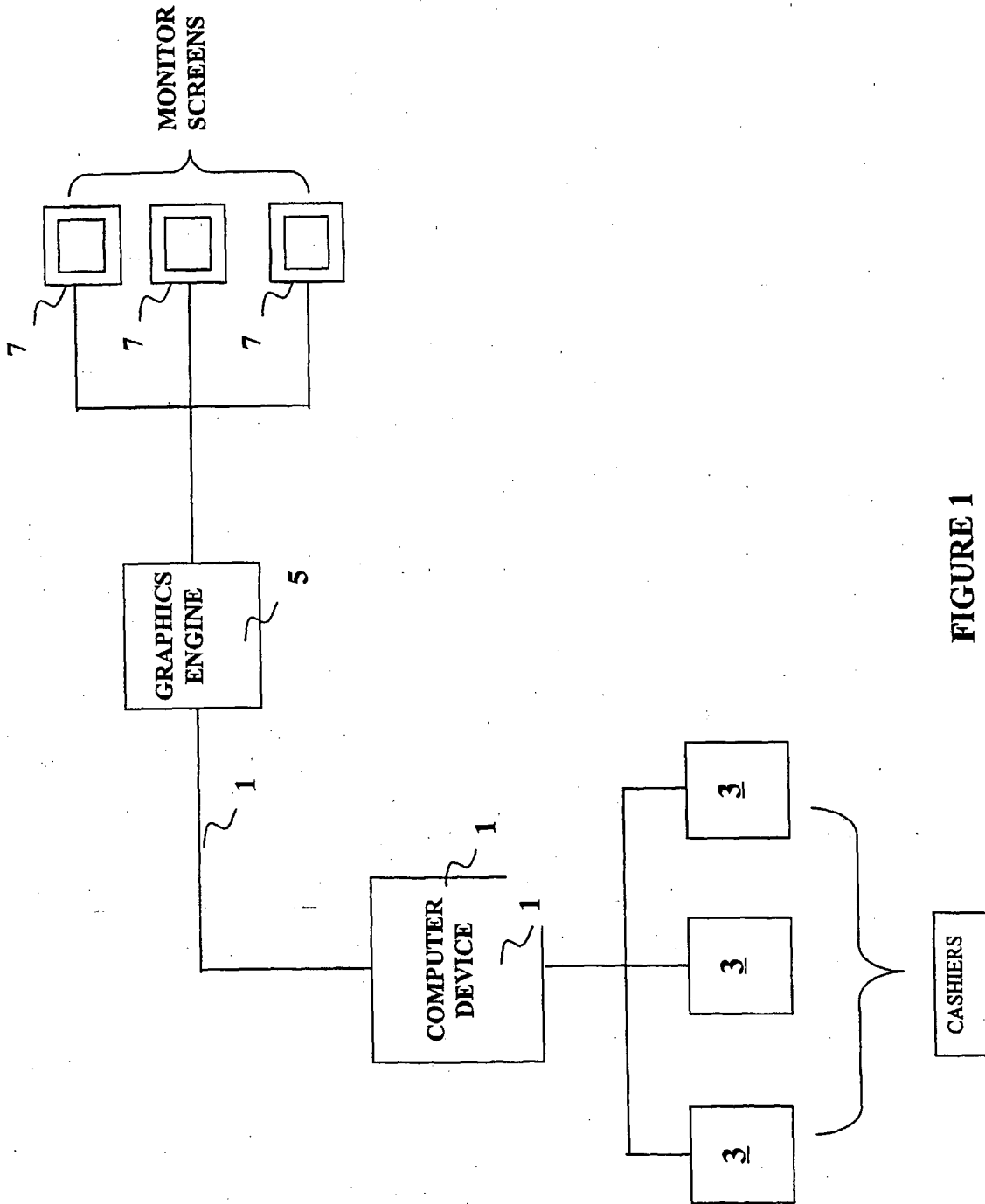


FIGURE 1

01 3 99 30103

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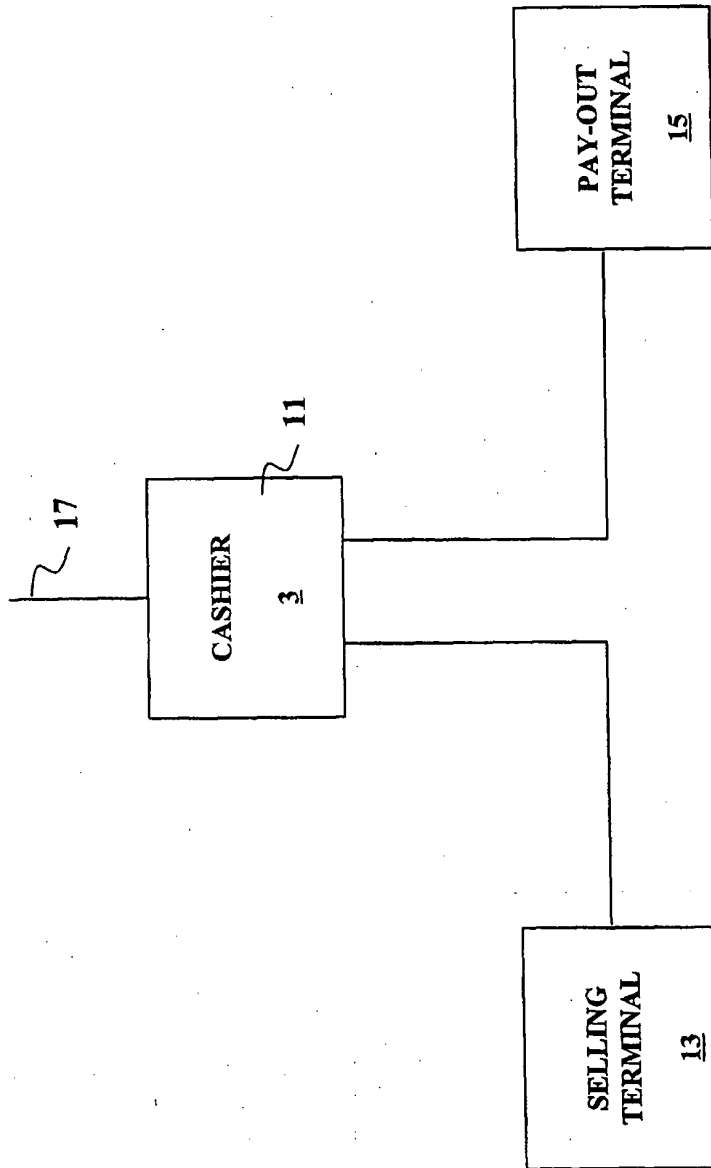


FIGURE 2

31 5 99 30183

3/7

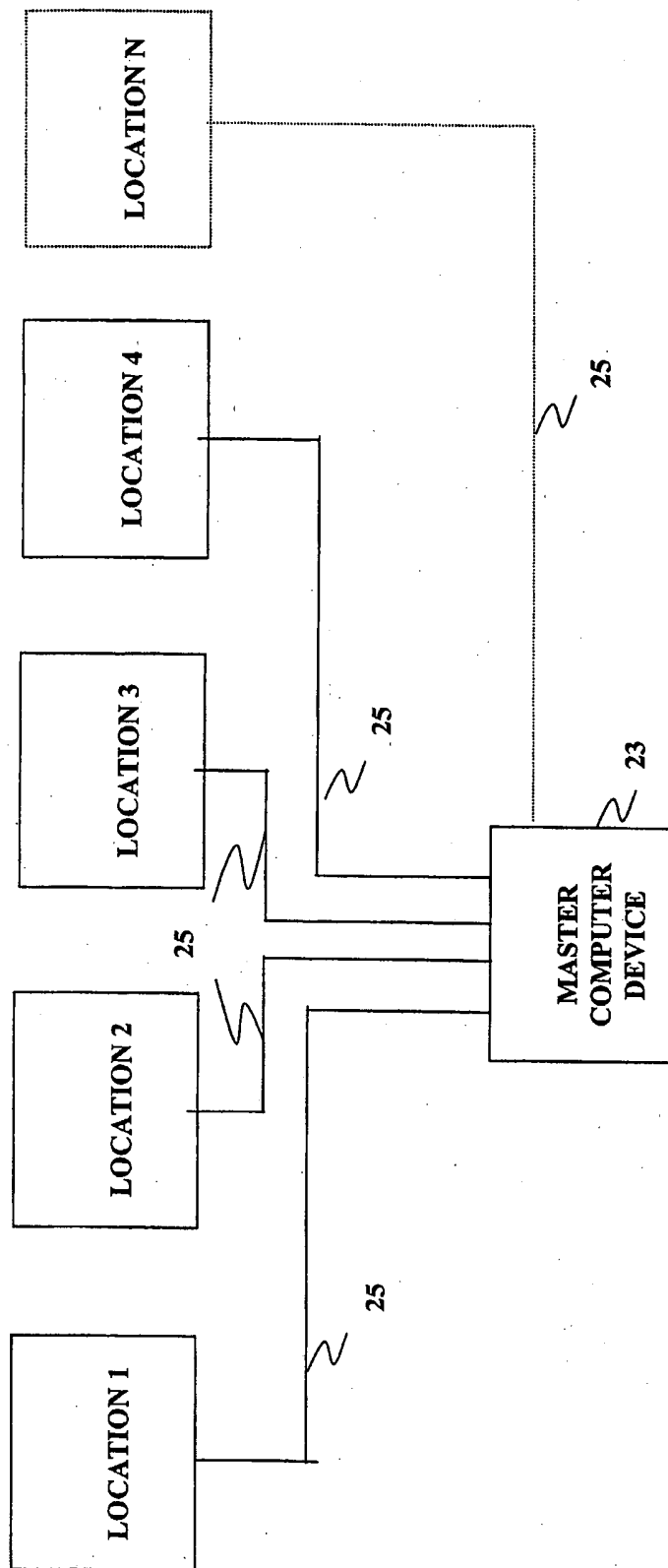
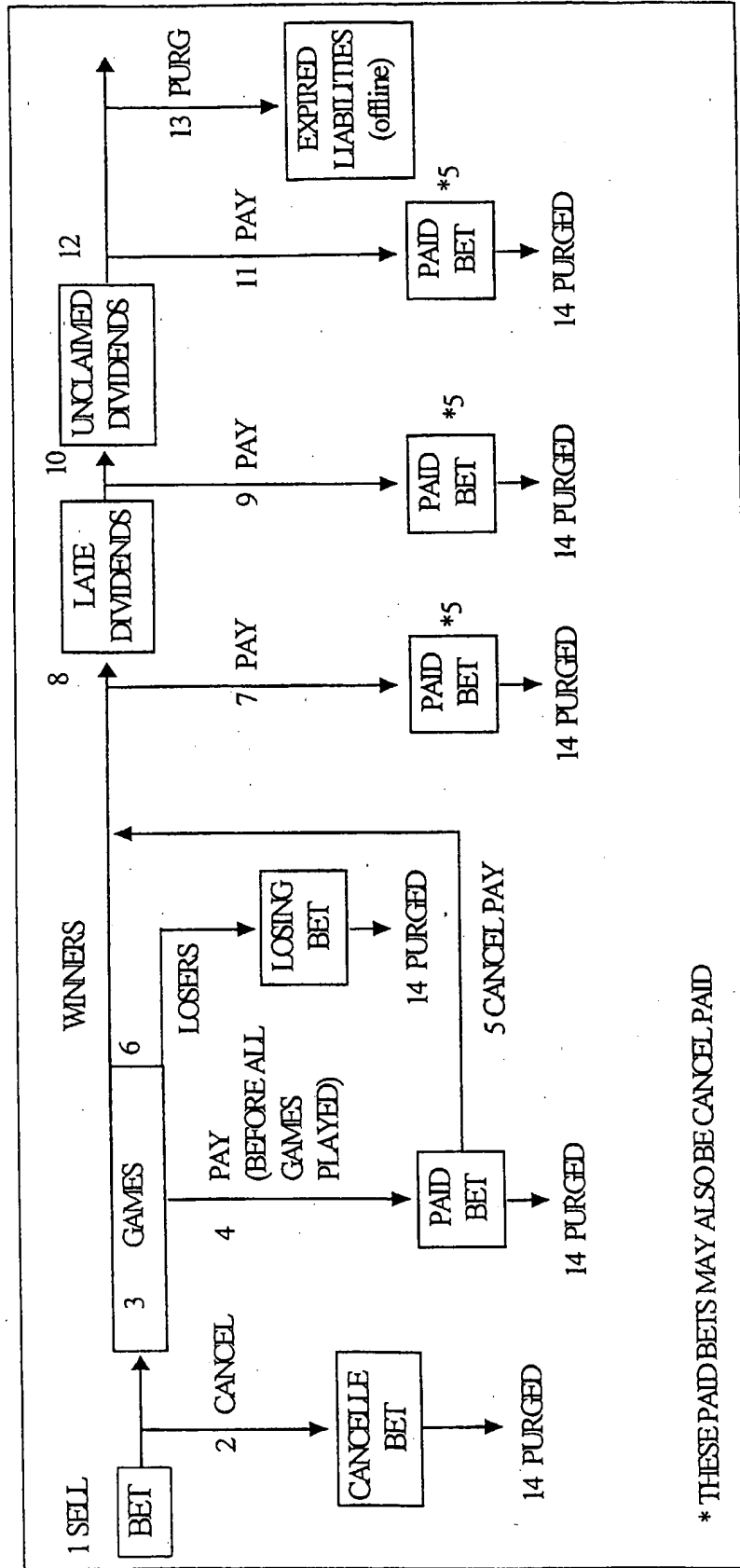


FIGURE 3

01 5 00 30063



\* THESE PAID BETS MAY ALSO BE CANCEL PAID

FIGURE 4

31 → 15 FEB 98 16:18:21

33 → FIRST GAME 143

37 → {  
Spades ♠ 6, 10  
Hearts ♥ K, Q  
Diamonds ♦ J  
Clubs ♣ 2  
Jackpot ♣ A

35 → 1000 002  
# GAMES 10

39 → LAST GAME 152

41 → \$40.00

43 → {  
02038-10010-09503  
45 →  
47 →  
49 →  
51 →  
53 →  
55 →

34 →

JACKPOT POKER - CROWN CASINO

FIGURE 5



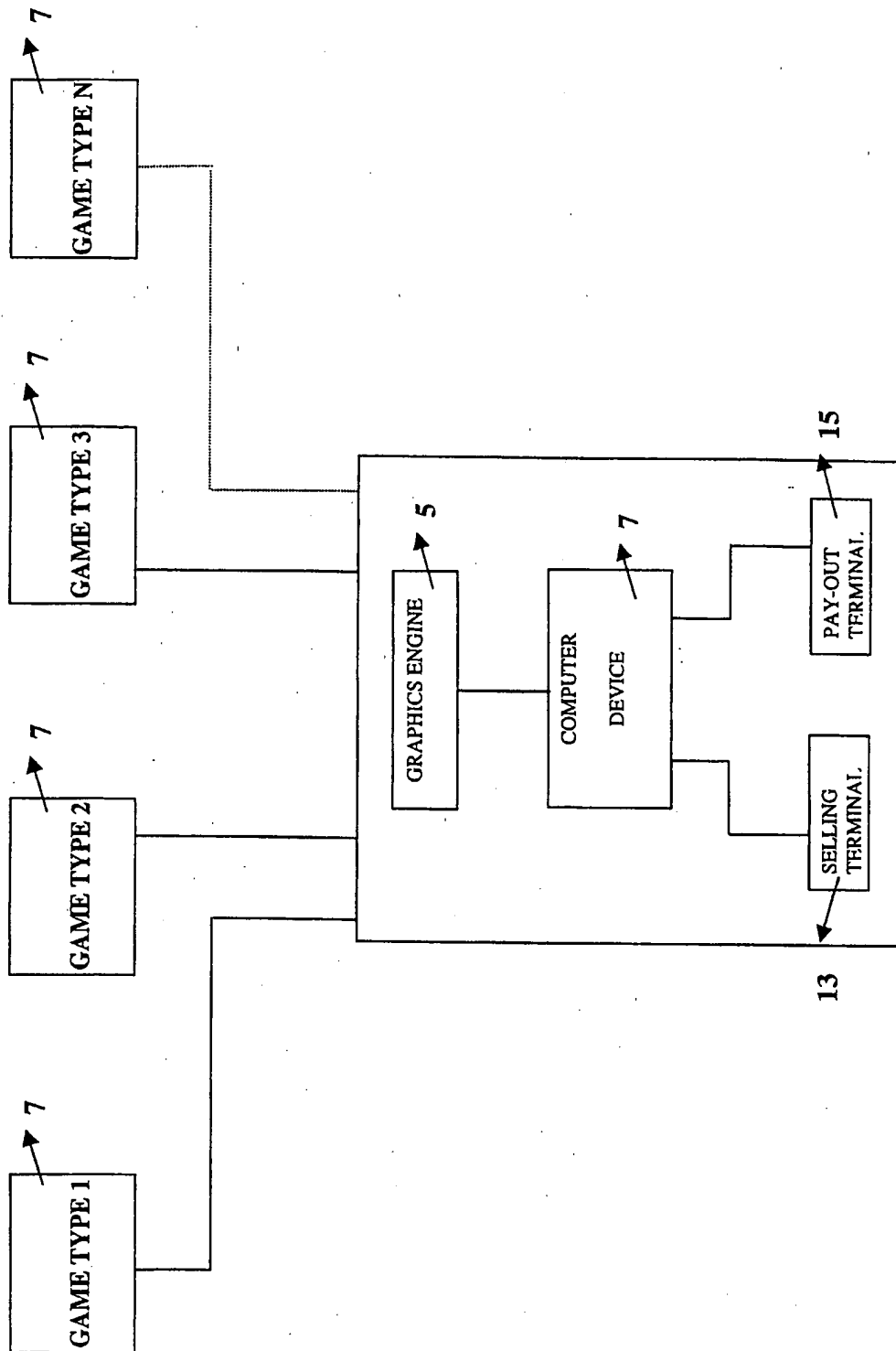


FIGURE 6

21 5 30 30 30 30

01 5 99 30000

MARK SENSE CARD INPUT - JACKPOT POKER

NUMBER	1	2	3	4	5	10	20	30	40	50	100	59	61	63	65	67	69	71
SPADES	1	2	3	4	5	10	20	30	40	50	100	Q	K	A				
HEARTS	1	2	3	4	5	10	20	30	40	50	100	Q	K	A				
DIAMONDS	1	2	3	4	5	10	20	30	40	50	100	Q	K	A				
CLUBS	1	2	3	4	5	10	20	30	40	50	100	Q	K	A				
CARD	1	2	3	4	5	10	20	30	40	50	100	Q	K	A				
SUIT	1	2	3	4	5	10	20	30	40	50	100	Q	K	A				

1<sup>st</sup> part of  
game

2<sup>nd</sup> part of  
game

FIGURE 7